

FIG. 1

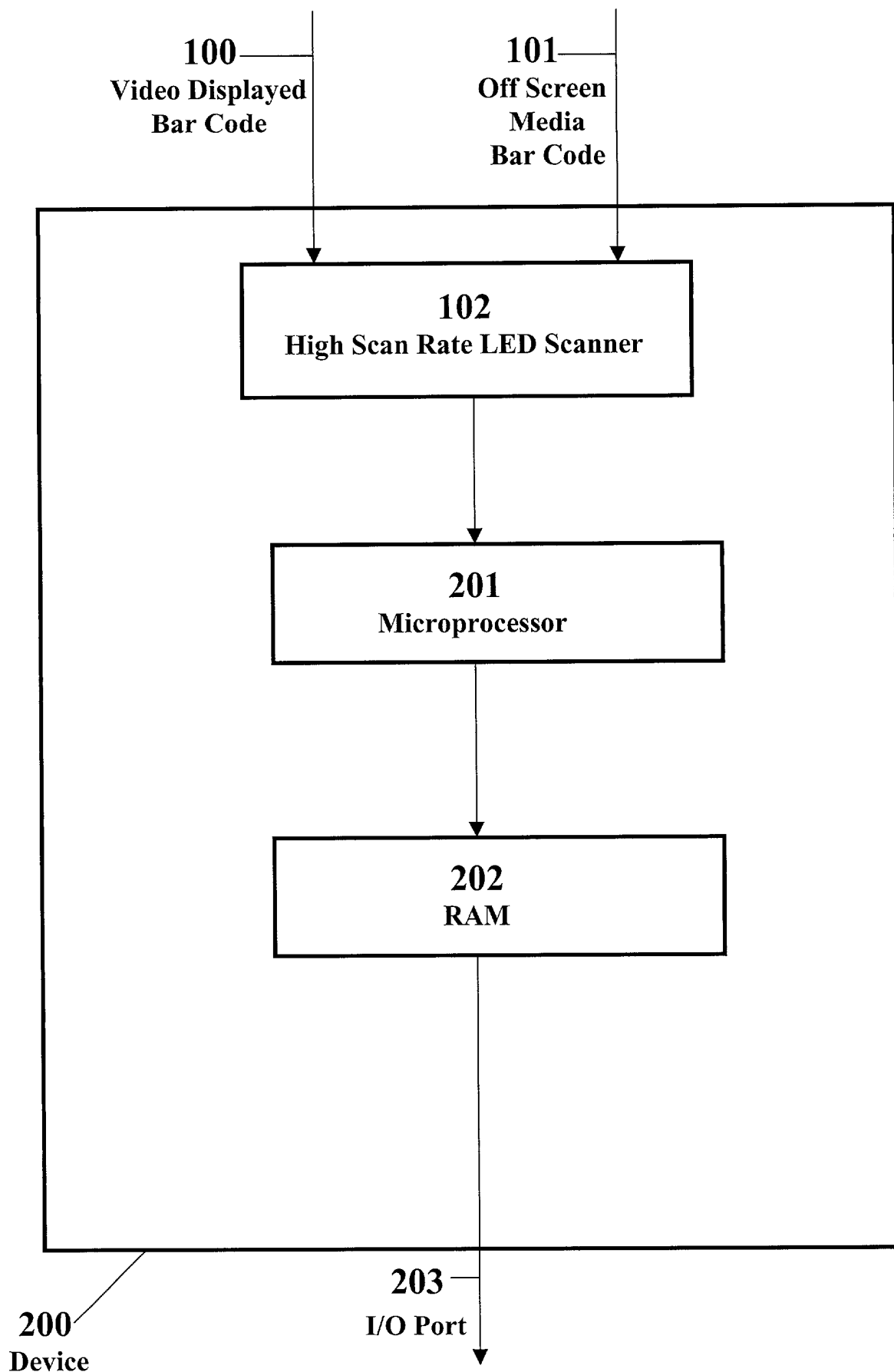


FIG. 2

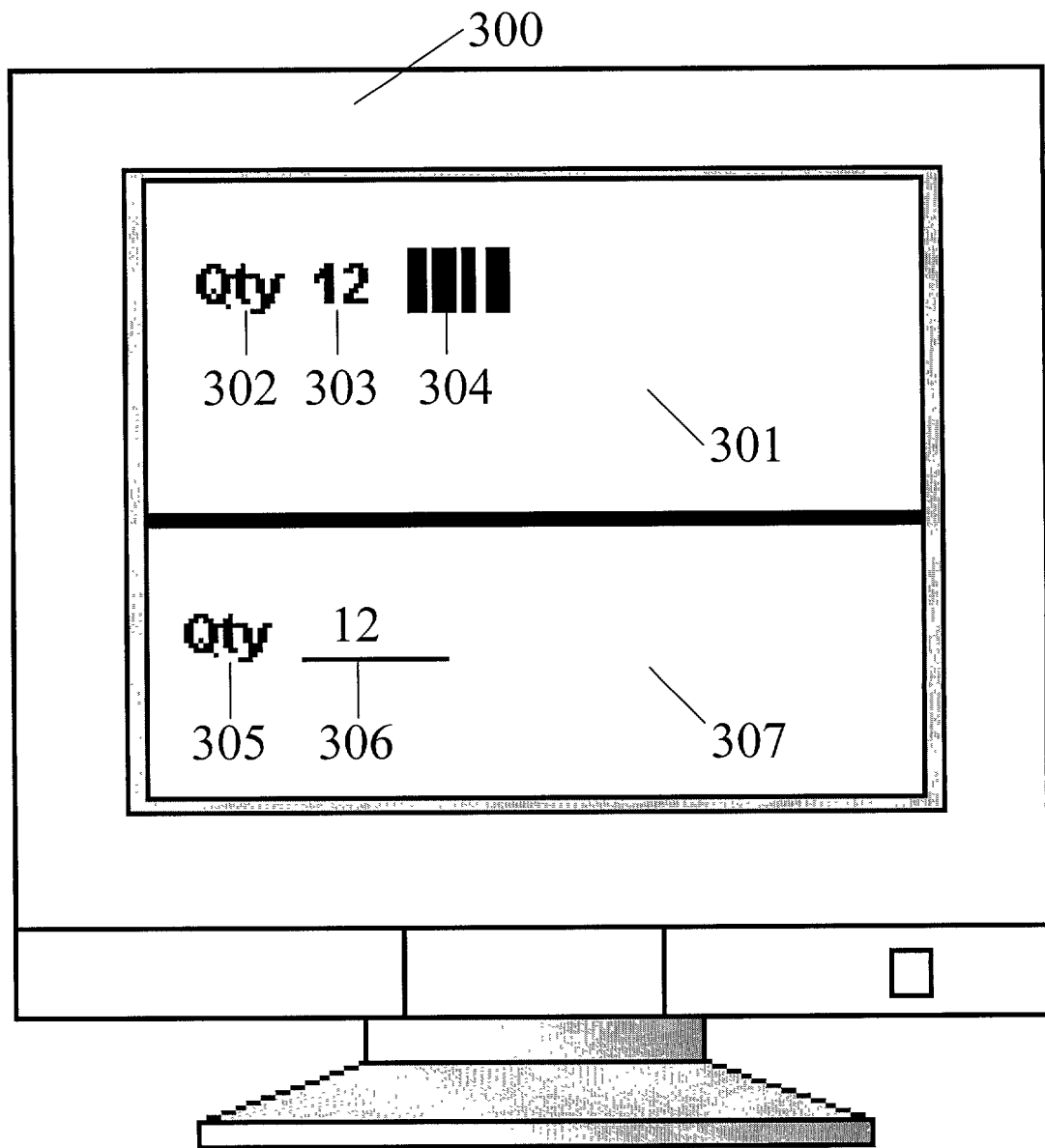


FIG. 3

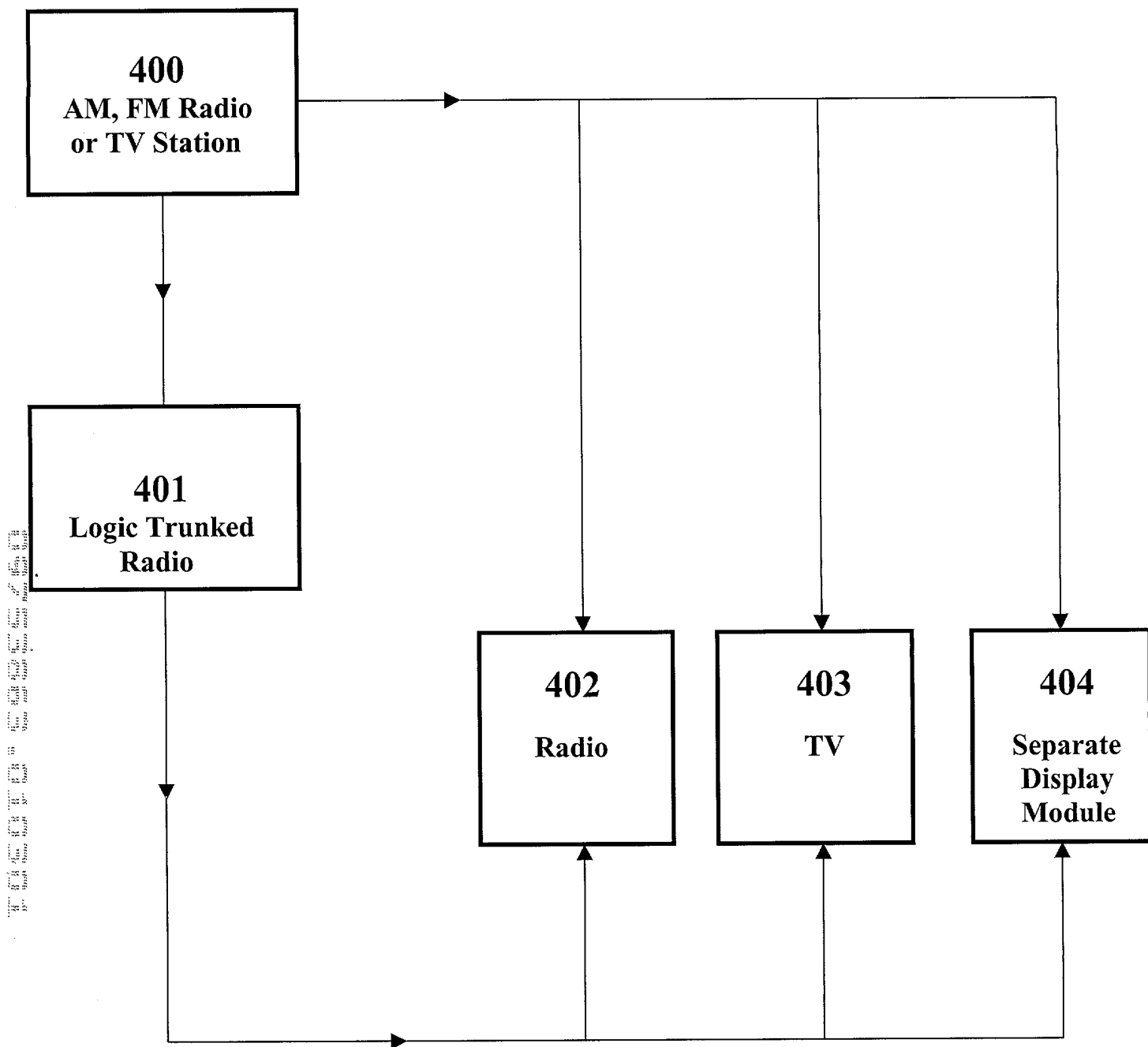


FIG. 4

FIG. 5 is a block diagram of a system 500 for providing a user with a virtual reality experience. The system 500 includes a user device 510, a server 520, and a display device 530. The user device 510 is connected to the server 520 via a network 540. The server 520 is connected to the display device 530 via a network 540. The user device 510 includes a display 512, a processor 514, and a memory 516. The display device 530 includes a display 532 and a controller 534. The user device 510 is also connected to a controller 108 via a cable 110. The display device 530 is also connected to a controller 108 via a cable 110. The controller 108 is a handheld device that the user can use to interact with the virtual reality environment. The system 500 is configured to provide a user with a virtual reality experience by receiving data from the user device 510, processing the data, and displaying the results on the display device 530. The user device 510 and the display device 530 are connected to the server 520 via a network 540. The user device 510 and the display device 530 are also connected to a controller 108 via a cable 110. The controller 108 is a handheld device that the user can use to interact with the virtual reality environment. The system 500 is configured to provide a user with a virtual reality experience by receiving data from the user device 510, processing the data, and displaying the results on the display device 530.

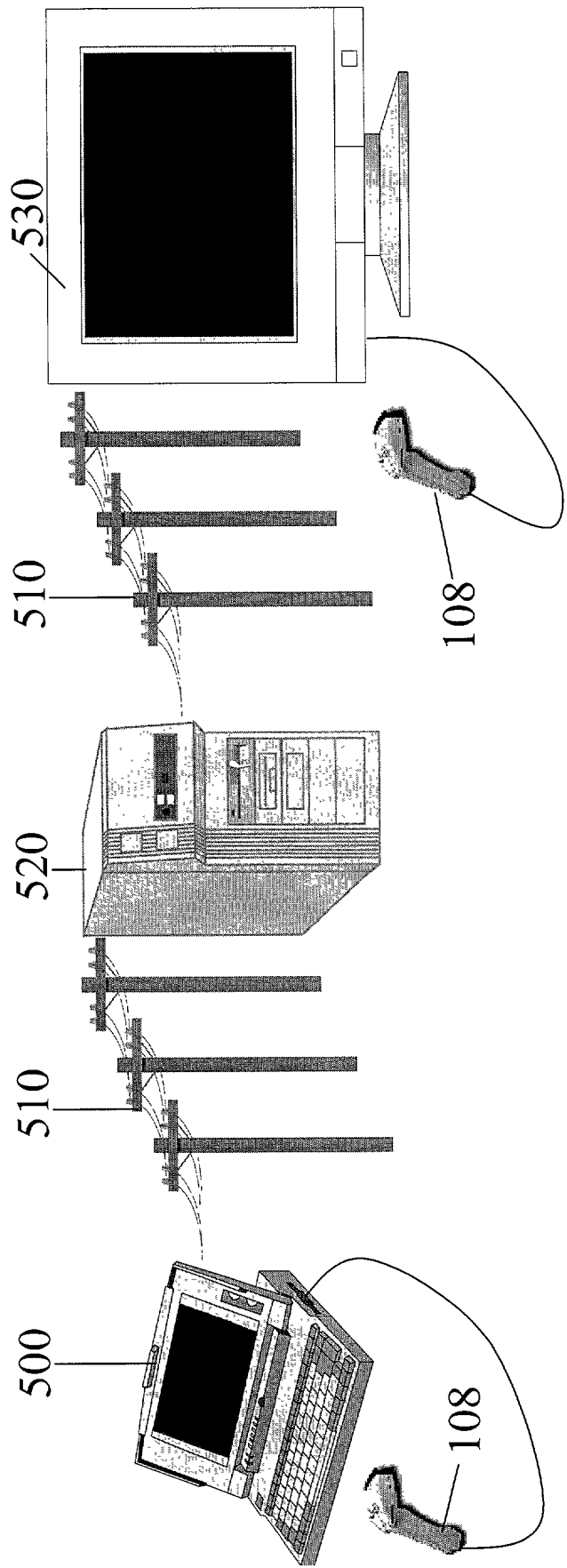


FIG. 5